Totally Spies!™

Totally Party

Totally Instruction Manual

EVERYONE

E

CONTENT RATED BY ESRB

VALCON GAMES™

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

INTRODUCTION 1
GETTING STARTED 2
PROFILES 2
STORY MODE 2
CONTROLS 3
ARCADE MODE 6
THE PARADE 7
CREDITS 8
WARRANTY 9
LEGAL 9

INTRODUCTION

Sam, Alex, and Clover used to be ordinary students at Beverly Hills High School. After inadvertently thwarting a world-wide conspiracy during a shopping trip, the three best friends were recruited into the World Organization of Human Protection.

They are now the best Spies of the WOOHP, an international organization of secret agents, and confront the worst mad scientists, megalomaniac multimillionaires and fallen stars in order to foil their plans and save the world with class and style!

SAM
Combining beauty, intelligence and composure, Sam is more interested in studying and their missions than in fashion and boys, but she knows how to get herself out of sticky situations. She is the best at assessing problems and finding ingenious solutions.

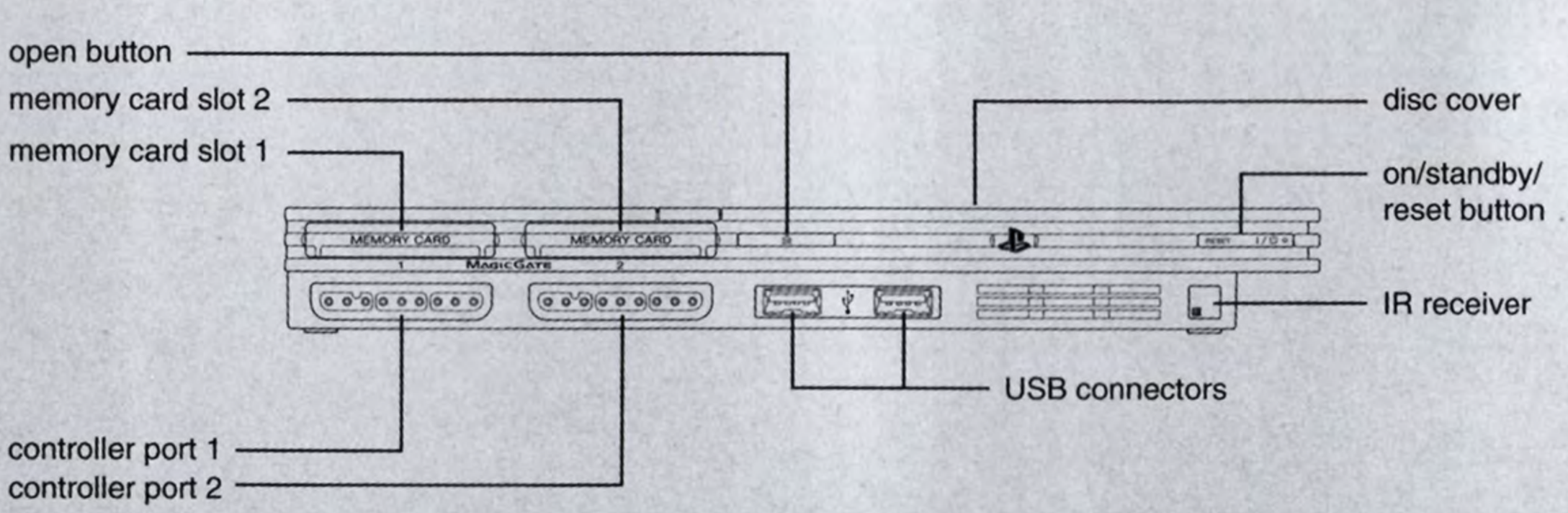
CLOVER
Clover is the fashion victim of the trio and only swears by the latest fashionable clothes and irresistible boys! She never hesitates whether it be for window-shopping, romantic dates or plunging headlong into a new mission.

ALEX
Sensible, funny and attentive, Alex is the most athletic of the group. Friendship means everything to her. But even though she may be the youngest of the three girls, the bad guys had better watch out for her karate blows!

JERRY
At the head of WOOHP, the international organization of secret agents, one of Jerry's roles is to provide the Spies with high-tech gadgets which are both sophisticated and highly fashionable, and to send them all over the world on the most dangerous missions.

MANDY
The regular rival of the Spies in general, and of Clover in particular. Sarcastic remarks fly as soon as one comes close to the other. Elegant and snobbish, Mandy is also insufferably vain and has only one goal, to be the best: in sports, in fashion, with boys ...

GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Totally Spies!: Totally Party disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

PROFILES

You can store up to three profiles on one memory card (8MB)(for PlayStation®2). Each Spy in your profile has a game completion percentage, which is stored in your profile, along with any outfits and mini-games that have been unlocked.

STORY MODE

Up to three players can participate in Story Mode at the same time. Playing with three players requires use of the Multitap (for PlayStation®2). After entering Story Mode, each player participating must press the × button to join the game, select a Spy using the arrow buttons, then press the × button again to confirm. On the next screen, use the arrow buttons to select an outfit for each Spy to wear during the game.

At first, only Chapter 1 will be available. New chapters will unlock as you complete each level. After selecting a chapter to play, Jerry will brief you on your mission.

OBJECTIVE

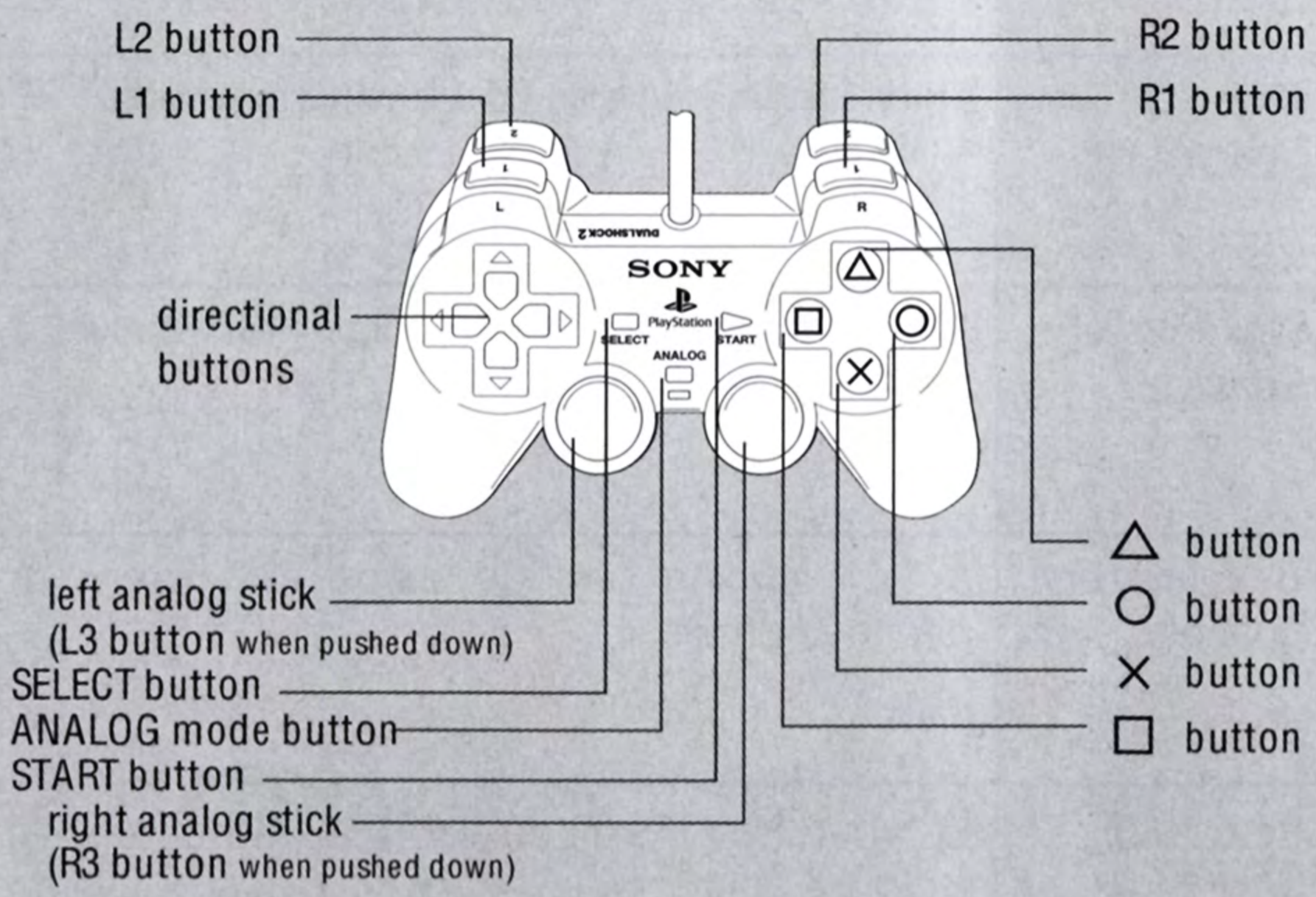
On each game board, your goal is to defeat the Boss by depleting all of their Life Points. To take Life Points from a Boss, your Spy must lay Spy Traps and use Gadgets. But first, you have to roll!

ROLLING

When it's your turn, press the × button to roll the die. The number you roll determines the number of spaces you will move. If your token lands on top of another Spy or the Boss, you will move an additional space.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



THE GAME BOARD

Each game board has several types of space to land on:

	Totally Spies! Starting Space	Passing this space will give your Spy an extra gadget. Landing on it will destroy the Boss's most powerful trap. If the Boss lands on this space, they will take damage.
	Boss Starting Space	When a Spy lands on this space, the Spies will suffer damage. When the Boss lands on this space, the most powerful trap set by the Spies is destroyed.
	Yellow Star Space	When a Spy lands on this space, a mini-game will begin. When a Boss lands on this space, they will set a Level 1 Trap.
	ComPowder Space	Spies who land on this space will receive a new gadget.

	Pink Star Space	Spies landing on this space will receive extra stars.
	Blue Star Space	Spies landing on this space will lose stars.
	Pink Mystery Space	A Spy landing on this space will receive a mysterious positive effect.
	Blue Mystery Space	A Spy landing on this space will receive a mysterious negative effect.
	Pink Trap Space	When a Boss lands on this space, they will suffer damage.
	Blue Trap Space	When a Spy lands on this space, the Spies will suffer damage.

TRAPS

If a Spy lands on a Yellow Star Space and successfully completes the following mini-game, it will become a Pink Trap Space, ready to deal damage to the Boss.

The number of Life Points a trap will take away is displayed on the trap after it is set. This number depends on the number of stars earned in the mini-game that sets the trap. The better you do, the more damage your trap will deal to the Boss.

If a Boss lands on a Yellow Star Space, it becomes a Blue Trap Space immediately. Watch your step!

GADGETS

Landing on a ComPowder Space will give your Spy a new gadget. Each Spy playing can hold up to three gadgets in their inventory. If you land on a ComPowder Space while your inventory is full, the new gadget will be discarded immediately.

After rolling the die at the beginning of each turn, you will have the option of using one of your gadgets before moving around the board.

	Nuclear Powered Jet Boots	These boots allow your Spy to move farther than the number rolled on the die.
	Magneto Low-Gravity Go-Go Boots	These boots allow your Spy to move less than the number rolled on the die.
	Backpack Jetpack	This jetpack allows your spy to move backward around the board instead of forward.
	Super Inflating Broach	This broach gives Life Points back to the Spies.
	Sonic Disintegrator Boom Box	This boom box destroys every trap the Boss has set.
	Multi Function Charm Bracelet	This bracelet adds one point of damage to every trap set by the spies.
	Shuriken Attack	Attacking the Boss with these shuriken will reduce their Life Points.
	Brute Suit	Donning this protective suit before landing on a Blue Trap Space will prevent you from losing Life Points.
	Holistic Healing Necklace	The healing power of this necklace will fill the Spies' Life Points to the maximum.
	Hologram-Projecting Mood Ring	This ring deactivates Mandy's special skill.
	G.L.A.D.I.S.	G.L.A.D.I.S. will teleport you to the nearest Yellow Star Space.
	Wind Tunnel 9000 Laser Tornado Blast	If you land on a Yellow Star Space and complete the mini-game successfully, your trap will deal twice as much damage.

WEBCODES

After completing a level successfully, you will be rewarded with a webcode. Log on to http://www.totallyspiesacademy.com, and enter the webcode into the prize machine to get a surprise!

ARCADE MODE

Arcade mode lets you play any mini-game you've discovered during Story mode. Initially, G.L.A.D.I.S. will hold all of the high scores on Spy missions, and Mandy will hold all of the high scores for Beverly Hills activities. Once you achieve a high score, you can enter your name into the record books!

MINI-GAMES

Each mini-game simulates one of the many dangers the Spies must overcome on WOOHP missions, or as students.

WALKING BOMB **GET THE TRASH OUT**	Move the left analog stick in circles to spin. Press the × button once the power gauge fills.
TURBULENT FLIGHT **TURBULENT NIGHT FLIGHT**	Guide your Spy to a safe landing using the left analog stick.
WINTER SPORTS **MUTANT PLANTS ALERT!** **NO TIME TO SLEEP!** **ASSEMBLY LINE**	Use the left analog stick to move the crosshairs on the screen, and press the × button to shoot or throw.
INTRUDER DETECTED **INTRUDER DETECTED 2** **TRAINING SESSION**	Press the directional buttons in the direction shown when the timing bar is in the red zone.
THE VOLCANO **THE LASER ARENA** **EARTHQUAKE** **COUPON RAIN** **PANIC AT THE CIRCUS**	Use the left analog stick to move your Spy out of harm's way.
SPECIAL OFFER ON SHOES **DANGER**	Use the left analog stick to control your Spy's speed and keep your balance.
RUNNING FAN **RUN OR...RUN!** **THE INFERNAL VACUUM CLEANER**	Tap the × button as quickly as you can to outrun danger.
BEWARE OF LAST SEASON! **SALES!**	Move the crosshairs with the left analog stick. Press the × button to grab clothes, and release them over your shopping bag.
MICROSCOPIC	Catch viruses with the × button, then release while moving the crosshairs to throw them away.

LET'S TALK ABOUT HOBBIES **LET'S TALK ABOUT VACATIONS** **LET'S TALK ABOUT CLOTHES**	Select a topic using the directional pad or left analog stick. Press the × button to bring it up in conversation.
FREE OR FROZEN? **SPINNING & SPINY!**	Press the × button at the right time to jump over dangerous objects.
INFILTRATE THE BASE	Press the × button when the best tactic is selected.
BOUTIQUE IN DANGER **TRAPPED**	Move the hand over an opening door using the left analog stick. Press the × button to slam the door.
UNLIMITED SUSHI	Press the × button when the Spy's favorite type of Sushi arrives.
FITNESS IS THE CURRENT FASHION	Memorize the sequence, then reproduce it using the directional pad or left analog stick.
COFFEE TRAP	Memorize the sequence, then reproduce it by moving the crosshairs using the left analog stick, and pressing the × button above the correct button.

THE PARADE

Mandy is the star of the fashion show, and the Spies aren't going to stand for it! To knock her off of the podium, they'll have to beat her high score.

After entering The Parade, select a Spy to participate in the show. Next, select an outfit for your Spy to wear on the runway.

CLOTHES

On this screen, you can see every outfit your Spy owns. The outfits you start with aren't terribly fashionable, but as you make progress through Story Mode, you'll unlock increasingly trendy couture. How the crowd reacts to your performance depends a great deal on how stylish your clothes are, so choose carefully!

THE RUNWAY

Now that you've dressed to impress, it's time for the show! Arrows will begin to appear on the bottom of the screen as your Spy walks up and down the runway. As the arrows reach the circle on the left, press the matching button on the directional pad in time to the music. A well-timed step will add to the Style gauge to the left of the screen. As your time on the stage runs out, the Time gauge to the right of the Style gauge will diminish. When the Time gauge is empty, the game ends and you'll receive your score.

CREDITS

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2. If the VALCON service technician is unable to solve the problem by email, he/she will instruct you to return the entire GAME DISC to VALCON freight prepaid at your own risk of damage or delivery. We recommend sending your GAME DISC certified mail. Please include your sales slip or proof-of-purchase within the 90-day warranty period to the address given to you by the service technician.

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